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TECMO® SECRET OF THE STARS™

A FANTASY

INSTRUCTION BOOKLET

KIDS TO ADULTS

K-A

AGES 6+

SUPER NINTENDO® ENTERTAINMENT SYSTEM

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MAP OF THE WORLD

1. Winds
2. Box Town
3. Edon
4. Decatas
5. Donto
6. Old Hill
7. Giant
8. BeeGees
9. Hidon
10. Sleepers
11. Karappon
12. Onsaka
13. Sidon Forest
14. Bonzley
15. Ray House
16. Likado
17. Codo
18. Mysterious Cove
19. Lagoon
20. Moreeyes
21. Brisben
22. Ghost Cave
23. Brasca

THE STORY

With bright skies and bright promise, Heart Island seemed to be a place of never ending happiness. On one fateful day, an evil force changed all that. Suddenly, skies were dark and optimism turned to hopelessness. Yes, the happiness indeed ended...

A young boy, Ray, now struggles to understand the events in his life, past, present, and future. Ray's father suffered at the hands of the evil power that also shattered the tranquility of Heart Island. Thus, he was raised into a world of uncertainty, a world of darkness...

By searching himself, Ray now realizes he must seek more than just answers. He must meet and unite in friendship with other young warriors. Together, these children will establish their own identify. With it, they will have to establish a new world, and a new generation of peace.

Now, without a moment to waste, this magnificent adventure unfolds ...

THE ADVENTURERS

RAY

The hero of the adventure was raised without parents by a nurse named Sonia. He believes in and only seeks what is right;yet he always seems to find himself in the wrong place at the wrong time. Being of good nature has brought him many friends.

TINA

She is a mild mannered person who seems to get along with everyone. A regular goody two shoes you might say. Her non-attack magic spells will provide a great help for protection and recovery. You can meet her in BeeGees Town.

CODY

This polite, emotional character was captured by Garados, a member of the evil force. Cody can not only yield magic, but he is a strong fighter as well. It is worth it to put up with his moods to have him with you.

LEONA

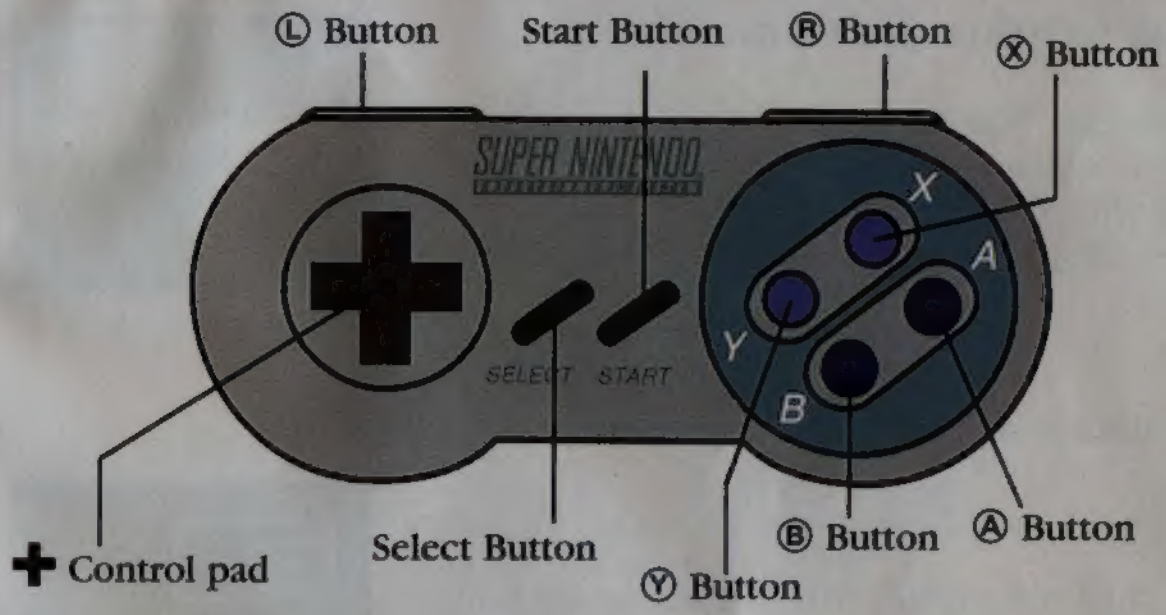
Known as the lady leader of a gang of burglars who call themselves "Wild Cats". Leona likes to show off. She has an attitude and a real tom-boy label. Although she is fond of fighting, she hates the sight of blood. You can think of her as a "rebel without a clue or cause".

DAN

Since Dan is very young, he cannot physically fight very well. However, his magic skills are unmatched. Do not be fooled by his wimp appearance.

CONTROLLER OPERATION

Note:The following are default settings. Custom settings can be done. (See Page 9)



The Select, Ⓧ, Ⓨ, Ⓛ, and Ⓡ buttons are not used.

The ✚ Control pad is used for the following:

- moving characters
- moving cursor

The Ⓐ Button or Confirm Button is used for the following:

- confirming or accepting all commands or tasks
- talking to others
- searching areas or objects (e.g.,Treasure Chests)
- operation of vehicles or airplanes
- toggling between the upper and lower continents
- input of letters of name
- scroll text to the next page
- used to erase letters when naming a character

The Ⓑ Button or Cancel Button is used for the following:

- canceling any command or undoing a task
- to call up the Main Command Window
- to erase letters when naming a character

The Start Button is used to start the game.

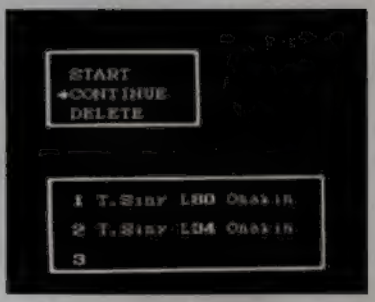
BEGINNING YOUR GAME

How to Start the Game

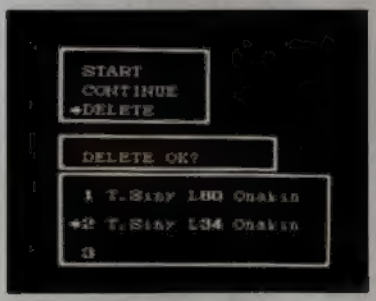
Insert game pak into your SNES and turn power on. You will get the picture shown here. Pressing Start will allow you to begin an adventure by first registering your name. A total of 3 files can be saved.

- **If data is already saved, you can do the following:**

- **Start Adventure**: This will start your game from the beginning, first asking you to register your name.



- **Continue Adventure**: Move the cursor using the ✚ Control Pad to any of the quests saved and press the Ⓐ Button. You can now continue a saved quest.



- **Erasing Data**: Move the cursor using the ✚ Control Pad to the data file which you wish to erase and press the Ⓐ Button.

Note: Once erased, data cannot be recovered!

HOW TO END YOUR GAME

How to Save

Visit Uncle Save in a town or village and talk to him to see about saving your Quest. Once saved, you will be asked if you wish to continue.

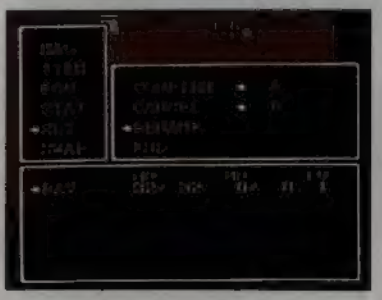
Note: You can save in any of the 3 files and continue from that point later if you wish. A wise adventurer will save often!

Registering Your Name

Upon reaching this screen, use the ✚ Control Pad to choose a letter and the Ⓐ Button to register that letter. You can register up to 6 letters in your name. If you wish to erase a letter, use the Ⓑ Button to do so. When completed, to "End", press Ⓐ.

Note: You can select from another page of letters by highlighting the "P" and pressing Ⓐ. You can change and rename any of your characters at anytime during the game, using the Set Command.

Set Command:



Press the Ⓑ Button to bring up the Main Command Window. Select the Set Command. Next, choose the Rename Command. Finally, choose the person which you wish to rename and press Ⓐ. You will now go back to the Name Input Window.

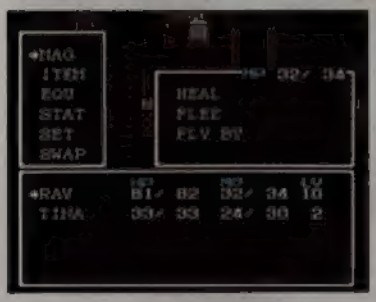
GENERAL TASKS AND COMMANDS

- **Talking to Others:**

You will need to collect important clues and information to finish your quest. The best way to do this is speaking to others. You can talk to others by approaching them and pressing the Ⓐ Button. To advance text to the next page, should you need to, again Press Ⓐ.

- **General Party Condition and Command Window:**

Pressing the Ⓑ Button will give you a window similar to this one. Here you will get a look at your party and be able to execute the following commands:



Magic:

Press the Ⓐ Button and select character whose spells you wish to see or use.

Item:

Press the Ⓐ Button to call up the items your party is carrying.

Equip:

Press the Ⓐ Button and select character whose current equipment you wish to check or change.

GENERAL TASKS AND COMMANDS

Status:

Choosing this option allows you to know your strength and power level status. They are as follows:

"L" Level

The level of experience and ability. The higher the better.

"Star of Actoss"

This is the symbol of a hero who has awakened as a soldier, and only now can begin to use magic spells.

Note: "Kustera" cannot attain the "Star of Actoss" status.

"Pennon"

After the "Star of Actoss", heroes can reach the "Pennon" status.

Note: Hero status continues from "Pennon" to "Banalette", and eventually to "Aqutallion". Kustera is also a status level name.

"HP"

The number of hit points. This number will increase as you gain levels.

"MP"

The number of magic points. In order to use spells, you must retain some MP.

"EP"

The number of experience points. You earn these through defeating enemies in battle. You should try and earn EP at every opportunity. This will help you gain levels quickly.

OTHER PARTY OPTIONS

Order: You can change the order of members in each party. Typically, it is a good idea to put stronger party members first and have the weaker ones last. This tactic will help since enemies attack front party members more frequently.

Set: As noted earlier, you can change the name of anyone in your party at any time during the game. To do so, select the Set and Rename options and you will be asked to input a name.

Swap: The Swap command lets you switch to control your other traveling party. Going to the Swap command and pressing Ⓐ will start you where your other party last was. The party not being used at the time will pitch a tent to signify that they are resting while you control the other of your two parties.

Note: This command can only be used after at least one Kustera person joins you.

Barriers: If your party encounters a barrier (like the one pictured), you can cross it by simply pressing the Ⓐ Button.

Note: There will be some barriers that only one of your two parties can cross. Thus, if you cannot cross a particular barrier, use the Swap command and try crossing the barrier with your other party.

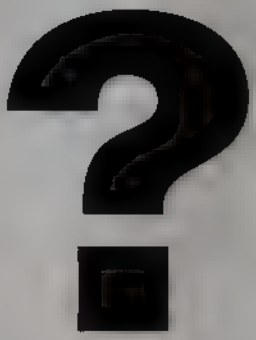
MODES OF TRAVEL

You can enhance your travel through use of the following:

"The Queen Elza"
(A ship for the hero's party only)

"The King Ocean"
(A ship for your non-hero party only)

"The Final Star Airplane"
(A helicopter for the hero's party)



"The Algos"
(Both parties may store their ship or helicopter)

Note: You can operate any of the above by approaching and pressing the Ⓐ Button. Control using the ✚ control pad. Be sure to get off in a place you and your party can walk.

BATTLING ENEMIES

At various enemies you will find that "Monsters appear", and the scene automatically changes to a battle scene. When this happens you and your party will be drawn into a 3D battle scene. Here, you will have the following menu of options:

Press Ⓐ to fight the enemy party. You must select which enemy you wish to attack, and confirm by using the Ⓐ Button. Continue for each party member whom you wish to fight in battle. Use the Ⓑ Button to cancel any or all undesired previous choices.

Fight: To fight using equipped weapons.

Magic: To fight using a particular character's magic spells. Also, to recover or aid a party during battle.

Guard: This will decrease the attack of an enemy on a particular party member.

Item This will allow you to use an item that you have during battle.

Auto: Choosing the Auto command will result in a battle with the enemy until someone is defeated. Party members will automatically fight the enemy party and use only those magic spells or items which will recover ailing ally party members. To cancel the Auto Battle Mode, press Ⓑ Button repeatedly.

Run: If you do not wish to engage in battle with the enemy, you can select this option. Sometimes you cannot run from battle and must fight

Animate: You can select the option to have the enemies in battle animate (ON) or remain still (OFF) during battle.

Mes Spd: You can determine the speed of the dialogue of messages during battle using this feature. They are as follows:

0 = The fastest speed of messages
21 = The slowest speed of messages
∞ = The change in message speed is determined by the player who must press Ⓐ to advance message.

FAINTING

YOU HAVE FAINTED!!

If your HP reaches 0, then you will become "Faint" and can no longer fight in a battle. You must be treated in order to change your "Faint" condition.

If you have become "Faint" and your party manages to make it through battle, you will return to the party with 1 HP only. Also, when you are treated for your "Faint" condition in battle, you will return to the active party with 1 HP only.

YOUR ENTIRE PARTY HAS FAINTED

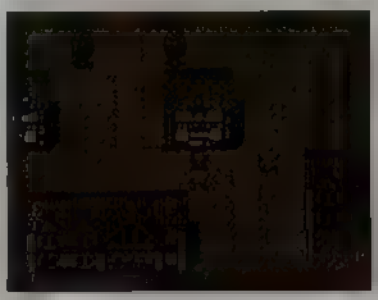
Should all the members in your party "Faint" (reach 0 HP), you will be completely destroyed. Your party will now return to the last town you visited.

You will resume play with all the Experience Points (EP) and Items that you had previous to your last battle. However, you will lose 1/2 (50%) of your accumulated gold.

Note: Stop (paralyzed) condition of your entire party in battle will produce a similar result for your party. Remember though, characters may "Faint", but they never give up.

AROUND TOWN

There are various shops in each town or village which you can buy or sell both items and weapons. They include:



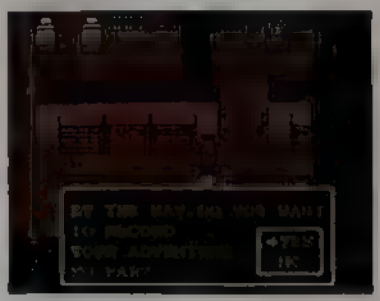
Item Shop:
A place to buy or sell items in your party.

Weapon/Armor Shop:
A place to buy or sell items (a sword for example) in which you must equip.

Hospital/Clinic:
Characters who suffer from illness or poison can be treated here.

Inn:
A place to recover lost HP and MP.

Note: You may be able to rest at a stranger's house, but you won't recover both HP and MP.



Uncle Save's House:
The place to save your adventure. Sometimes, however, Uncle Save may be roaming around town and you may have to look for him.

Storage:
When you are carrying more items than you wish to, visit and deposit them here for safe keeping.

BUYING AND SELLING

When you enter a place of business (Item, Weapon, Armor Shop), you have the following options:

Buy: In the case of items that can be equipped (e.g., Weapons and Armor), characters who can use the particular item you wish to buy will be indicated. Similarly, if a character cannot equip a certain item, the window will indicate such.

Sell: When you sell a particular item, you will receive 1/2 (50%) of it's original gold price for that item.

Explain: When you are not sure what an item is or how it may help you, select the "Explain" option for an item.

WHAT IS KUSTERA?

The Kustera are a bunch of friends who help you in your adventure. There are eleven Kustera with different abilities. When you enter a town, make sure you speak to everybody, one of Kustera might be hidden.

Evelyn - Thief
Shark - Warrior
Murry - Wizard
Kathy - Archer
Ryu - Ninja
David - Warrior
Andy - Fighter
Ben - Priest
Jubei - Samurai
Beth - Doctor
Arthur - Witch

Kustera Registration

Whenever you've met more than five Kustera, you may register them at this place or you may exchange members of Kustera party. Select characters to exchange or register with a cursor and press Ⓐ Button to decide. But you can not add members of Kustera to your main party (Aqutallion).

* Each party has individual access to money, items and weapons. You cannot share or exchange these with Kustera.

MAGIC

There are two types of Magic: Personal Magic and Unity Magic. As you would expect, Personal Magic involves one person and Unity Magic involves more than one person working together. Remember, casting magic spells requires a certain amount of MP each time a spell is cast.

Personal Magic:
Once attained, a character can cast a spell by using the cursor to select that spell. The spell you wish to use is done by pressing Ⓐ Button provided you have enough MP to case the spell.

Note: Each spell will indicate how many MP necessary to cast in the upper right hand corner of the screen.

Unity Magic:
This special magic can be used by 2 (sometimes 4) members of the hero's party (except Dan) only. Also, members in your hero's party must be at least of class "Banalette".

Using Unity Magic:
When in battle, select the "Magic" and "Unity" options as shown.

When "Unity" option is selected, decide upon 2 members of your party to attack the same enemy. Although you each choose to attack only a single enemy, your Unity Magic will attack the ENTIRE enemy party. The first member you select to unify will be shown with a "star" by their name. The second selected will show a "+" mark. Use the Ⓐ Button to decide "OK". Remember ...

Note: Should one of your two or four characters "Faint" before the Unity Magic is cast, the spell will fail. Thus, it is a good idea to have your quickest characters unite.

Techniques of Using Unity Magic

Most importantly, your two party members must aim at the SAME enemy (otherwise Unity Magic will not work). Now, those two allies can unite as follows:

1) "Magic and Magic" - As expected, each member uses magic to attack an enemy.

or

2) "Magic and Weapon" - Basic operation of this Unity technique is the same as above. Except, one of the party members selects a weapon from the Items list, and equips with it. Now that character chooses to "Fight" (with his/her weapon). Finally, the other person who is to cast magic, selects a spell. Their Magic/Weapon Unity can result in a "Total Attack".

Kustera's Magic

The non-hero party also has some magic users. They master spells without relying on the power of Actoss Star. However, their magic is not as strong as the magic of the hero's party.

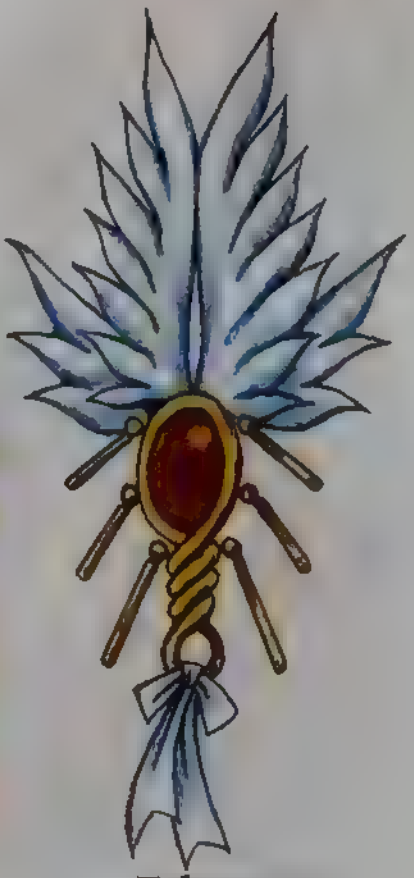
Note: Kustera learns magic as they gain levels of experience.

SOME OF THE ITEMS ON YOUR WAY

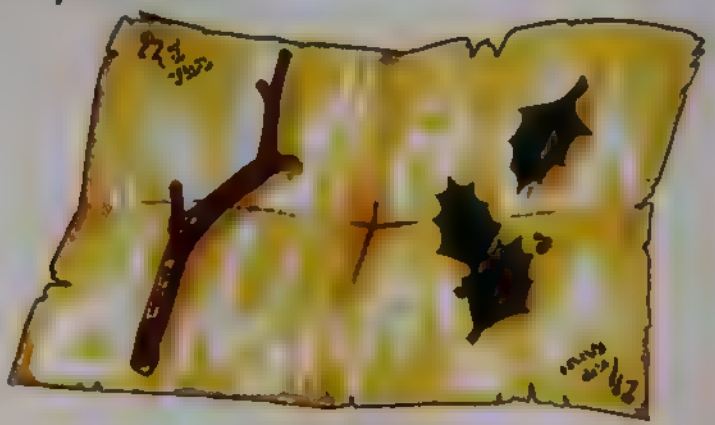
Plum Plum
Made of a special fruit blend
from the island.
Gives an ally some HP

Vita Plum A
A nutritious drink made with
essence of Plum.
Gives one all HP back

Rabbits Tail
Leads you to the
entrance in a
Dungeon.



Twig on the Plateau
Allows you to get
back to your town



Holly Leaves
These leaves, when used, ward off
lower level enemies for a short time.

Teleporter
It warps you to a town
you have visited.

SOME OF THE ITEMS ON YOUR WAY

Ornament
Only women can wear this

Hat
Not much defensive protection but better than nothing.

Leather Shoes
Stronger than regular shoes

Cloth Robe
Most everyone can garnish this robe.

Leather Clothes
Although everyone can wear these clothes they do not give much protection.

Bunny Shoes
Any man or woman wearing this suit will have the look of a cute "Bunny Girl". Kustera cannot equip it though.

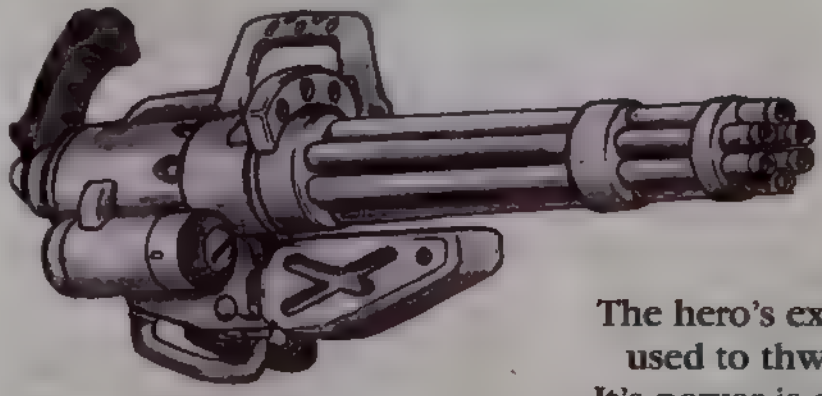
SOME OF THE ITEMS ON YOUR WAY

Chain Mail
Lighter than traditional armor, it increases defense well.

Gloves
For your hands

Gas Mask
For defense against poisonous gas attacks

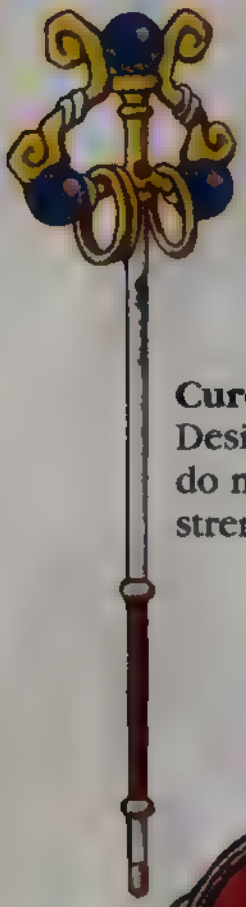
Wild Fang
For your fist, it gives a power to fighters in battle



Vulcan Gun
A rare modern weapon that can fire in rapid succession

Riot Gun
The hero's explosive gun used to thwart the riot. It's power is outstanding.

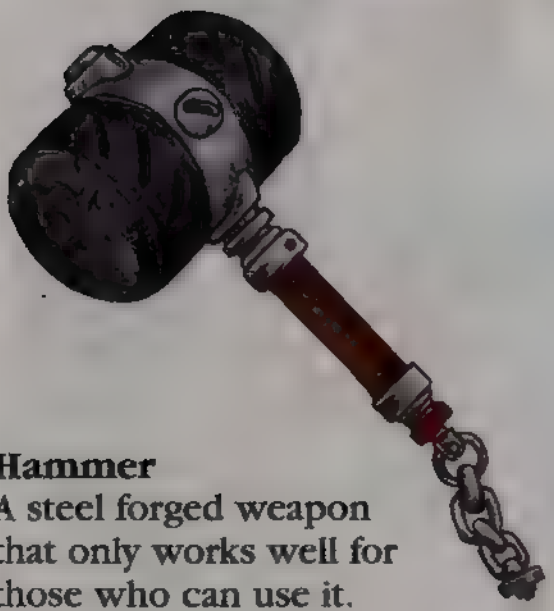
SOME OF THE ITEMS ON YOUR WAY



Cure Cane
Designed for ones who do not have great strength.

Short Sword
Although it costs little. It is an effective weapon for beginning an adventure.

Yo-Yo
Leona's exclusive weapon made of steel. A strong weapon indeed.



Hammer
A steel forged weapon that only works well for those who can use it.

Fire Sword
Used as an item in battle, it yields a special power Also, it's a good weapon against ice enemies.

ATTACK MAGIC

Name of Spell	LV	MP	Effect Object	Effect shows
Mute	L1	3	One	To silence an enemy's magic.
	L2	5	"	L1 with higher possibility.
	L3	7	All	L1 with highest possibility.
Powerless	L1	4	One	Take enemy HP.
	L2	6	One	More effective than L1.
	L3	0	One Friend	Pass friend's HP to you.
Spellless	L1	0	One	Take enemy MP.
	L2	6	One	More effective than L1.
	L3	0	One Friend	Pass friend's MP to you.
Evade	L1	4	One	Reduces enemy attack %.
	L2	5	All	More effective than L1.
	L3	6	One	Confuses enemy who tries to attack you.
Slow	L1	3	One	Reduces guard and speed of an enemy a little.
	L2	4	One	Same as L1, but more effective.
	L3	6	All	Reduces all of enemies guard and speed.
Fast	L1	2	Self	Increases guard and speed a little.
	L2	4	One Friend	Increases guard and speed more than L1.
	L3	6	All Friends	Same as L2, but more.
Power	L1	4	Self	Increases attack power a little.
	L2	5	Self	More effective than L2.
	L3	6	One Friend	Increase your friend's attack power.
Mirror	L1	4	Self	Reflect half of enemy magic.
	L2	5	Self	Decreases damages of Fire, Gas, Ice and storm
	L3	6	All Friends	Bolt spells cast by the enemy.
Repel		4	On Field	You can avoid enemy attack for a short time.
Step		4	Snow and Magma Field	You can walk without damage on grounds that you are normally damaged by.

ATTACK ASSIST MAGIC

Name of Spell	LV	MP	Effect Object	Effect Shows
Fire	L1	2	One Enemy	Attack with a small fire pillar.
	L2	4	"	Major damage to the enemy with a fire pillar.
	L3	10	"	Burn enemy with flame.
Freeze	L1	2	One Enemy	Attack with ice.
	L2	7	All Enemies	Damage to the enemy using snow.
	L3	11	"	Freeze enemies with absolute zero degree temperature.
Storm	L1	3	One Enemy	Attack with wind.
	L2	6	All Enemies	Damages enemy with Tornado.
	L3	9	"	Engulfs enemies in a vacuum.
Bolt	L1	4	One Enemy	Attack with lightning.
	L2	8	"	Same as L1 but more powerful.
	L3	14	All Enemies	Drops extremely powerful lightning on enemies heads.
Bomb	L1	5	All Enemies	Explodes on enemies.
	L2	8	"	More powerful explosion than L1.
	L3	15	"	Blow everything away.
Coma	L1	3	One Enemy	To make an enemy sleep.
	L2	4	"	To make an enemy sleep easier.
	L3	6	All Enemies	To make enemies sleep soundly.
Vanish	L1	4	One Enemy	You can destroy one enemy.
	L2	6	"	Works more often than L1.
	L3	8	All Enemies	Destroy all of enemies.
Land	L1	8	All Friends	Every time you get different effects. Usually it helps your friends in a crisis situation.
	L2	14	"	
	L3	20	Everyone	

* Ninja Ryu is able to use Lightning and Punish up to Lv2.

RECOVERY REINCARNATE MAGIC

*Ninja is able to use Healing up to Lv2 only.

Name of Spell	LV	MP	Effect Object	Effect Shows
Healing	L1	3	One Friend	Regain few HP.
	L2	5	"	Regain more HP.
	L3	8	"	Regain full HP.
Recovery	L1	10	All Friends	Recover all of friends' HP a little.
	L2	18	"	Recover all of friends' HP more.
	L3	36	"	Recover all of friends' HP to the max.
Pffcure	L1	3	One Friend	Remove poison only.
	L2	6	"	Remove poison and fever.
	L3	8	"	Remove poison, fever, and mute.
Passcure	L1	3	One Friend	Remove stop only.
	L2	6	"	Remove Stop and Sleep.
	L3	8	"	Remove Stop, Sleep, and Confuse.
Resurrect	L1	12	One Friend	If you are lucky, you'll become conscious (recover 1/4 HP).
	L2	16	"	L1 with higher possibility (recover 1/2 HP).
	L3	20	"	Become conscious for sure (HP fully recovered).

* Main character is able to use Resurrect up to Lv 2.

* Other Magic

Escape		8		Teleport from dungeon, town, etc. to the map field.
Flyby		8		Warp to places that you have already been.
Seal		4	One Field	For 128 steps, you will avoid monsters.
Through		4	Snow and Magma Fld.	You can walk without damage on any field that normally causes damage.

COMBINED ATTACK MAGIC

Name of Spell		LV	MP	Effect Object	Effect shows
Fire Storm	Fire Storm	L1 L1	3	One Enemy	Maximum damage using fire and wind.
Ice Storm	Freeze Storm	L2 L1	7	All Enemies	Destroys enemies with absolute zero winds.
Ice Fire	Fire Freeze	L1 L1	2	One Enemy	Destroys enemy with fire and ice.
Bolt Storm	Lightning Storm	L2 L2	14	All Enemies	To surround enemies in winds of lightning.
Cure All	Poffcure Pass Cure	L3 L3	8	One Friend	Cures all of conditions except Gold and Faint.
Take	PowerLess Spell Less	L1 L1	4	One Enemy	Absorb HP and MP at same time from an enemy.
Call	Shield Through	L1 L1	4	All Enemies	Monsters cannot call for help.
State	Fire Freeze Storm Lightning	L3 L3 L3 L3	15	All Enemies	To wipe enemies out with Nuclear Power.
Fire Blade	Fire Sword Fire	 L1	2	One Enemy	Damage of sword with Fire Spell.
Ice Slash	Freeze Sword Freeze	 L1	2	One Enemy	Damage of sword with Ice Spell.
Bolt Break	Ltng Sword Lightning	 L1	4	One Enemy	Damage of sword with lightning.

NOTES

NOTES

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling:
   1-310-787-2905
   Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Tecmo, Inc. Consumer/Service Department:
Sequoia Commerce Center
19260 S. Van Ness Avenue
Torrance, CA 90501

This warranty shall not apply if the PAK had been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Department of the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and your payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES..

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Tecmo, Inc. Consumer Division
19260 South Van Ness Ave.,
Torrance, CA 90501

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